

SNK



CRUSH ROLLER™

ADK

NEOGEO POCKET software cartridge

★ Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Supported by NGP COLOR

## INTRODUCTION

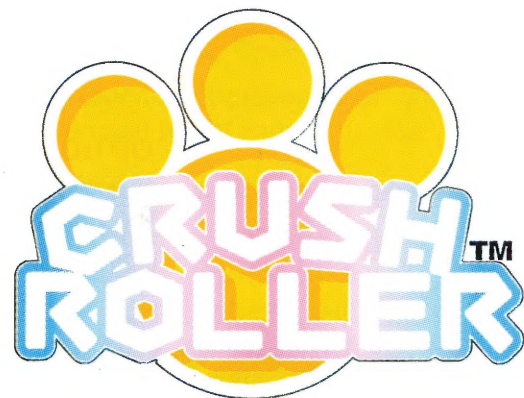
Thank you for the purchase of this NEOGEO POCKET software cartridge "Crash Roller."

With a separately sold NEOGEO POCKET LINK CABLE, you can enjoy two-player communication play.

So, before beginning the game, carefully read this user's manual to find out how you can paint your way to pure playing pleasure.

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### The Tale of Crash Roller

A long time ago, in an amusement arcade not so far away, a game appeared whose point was to paint the road while avoiding nasty monsters.

The young people played it and said, It is good.

This legendary game was known as "Crash Roller."

"Crash Roller," once a mighty entertainment with a loyal legion of fans, with the passing of time, lost its following and became forgotten.

And lo! A voice thundered in the Heavens, calling forth the joyful, pop mood of "Crash Roller": "Arise, Crash Roller!

The time has come! Live again!"

Then, Crash Roller, arising from its long sleep, with all its former charm and then some, along with its hip, comic friends, manifested its own resurrection.

Yes...before your very eyes...

Crash Roller has returned!

## NEOGEO POCKET MAIN UNIT PARTS AND FUNCTIONS

### A Button

Used to activate selected modes and stages.

### OPTION

Used to delete saved data and pause game action.



### Joystick

Used to move the brush and roller during game play and to select modes and stages.

### B Button

The button for cancelling settings.

## BEGINNING GAME PLAY

When the Demo screen is displayed, push the A button to call up the Menu screen and select various modes.

### NEW GAME (GAME START)

When playing a new game, select the "NEW GAME" message shown on the screen. Push the A button to begin game play. When resuming play in the new game, the "GAME START" message is displayed in place of the "NEW GAME" message.



- ★ Data is automatically saved when a stage is completed.
- ★ When deleting saved data, push the OPTION button to call up the Personal Data screen and press the OPTION button again. When "DELETE" is displayed, select "YES" with the joystick and push the A button to delete data.

### COLLECTION

A mode that lets you see collected Irksters. For more details, see "COLLECTION MODE" on page 21.

### TRIAL

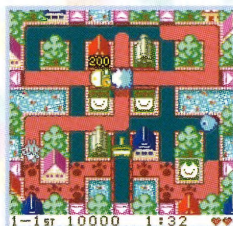
A mode that lets you freely select your favorite cleared stages and play them one at a time.

### VS

Use the separately sold NEOGEO POCKET LINK CABLE to enjoy two-player communication play (For more details, see "COMPETITIVE PLAY GAME RULES" on pp. 22 to 23.)

## SINGLE-PLAYER PLAY GAME RULES

After the messages "READY," "GO" are shown on the Stage screen, the game begins.



### Basic Rules

- ★ Move the brush to color in the map. When the map is completely colored, the stage is completed.
- ★ When monsters touch a brush, the number of brushes decreases by one. When brushes displayed at the bottom of the screen are gone, the game ends.
- ★ When the brush touches a roller, the brush shoots straight forward in the roller zone, allowing you to smooch monsters.
- ★ In addition to monsters, Irksters will also appear. If you don't color in the footprints made by these pesky characters, you can forget about clearing the stage.
- ★ Passing your brush through the arrows at the side of maps, to warp to the opposite side of the map. Also, in each stage map there is a one-story and two-story level, and 3-D intersection, so make sure you paint these carefully, too.

### 1. BRUSH

Move the joystick up, down, right, and left to move the brush. Also, move the brush to grab rollers and catch Irksters. When the brushes appearing at the bottom of the screen are all used up, game's over, pal!



### 2. ROLLER

Use the roller to get rid of monsters. But be careful, the area the roller can be used is limited.



### 3. MONSTERS

Two monsters chase the brush. Crushed monsters will come back to life after a certain amount of time elapses. Bonus points increase as you crush monsters continuously.



### 4. IRKSTERS

As each stage proceeds, an Irkster will appear. You must touch up the footprints made by these pains-in-the-patootie to clear stages. When you grab these characters, you get bonus points. And boy, do you deserve them!



### 5. SCORE DISPLAY

Your current score is displayed on the screen.

- Scoring is totalled as follows:

- Points are increased as you color the streets.  
50 points to gradually higher totals for each monster crushed.
- Points are different with the colors of crushed monsters.

Blue

100 Points

Yellow

200 Points

Red

300 Points

Purple

400 Points

- Bonus points added for each Irkster caught.
- Time bonus.

Play until you paint your way to the top score!

## CLEARING STAGES

When you complete a stage, the Stage Selection screen appears. Select the next stage with the joystick and push the A button to proceed to the next stage.



★ Pressing the OPTION button displays "PERSONAL DATA" and allows you to see the stage map. Cleared stages are marked. Go on to clear all stages and win, Win, WIN!!!

★ View data on captured Irksters in the "Collection Mode."

★ By clearing increasingly difficult stages, you get nearer to the final stage. If you can finish the final stage, sit back and enjoy the ending demo!

★ Because stage selections branch off into various selections, you may make it to the ending without playing a particular stage or two. So don't just sit there whining over your choices. To see all of the stages, you'll just have to play again. Get to it!

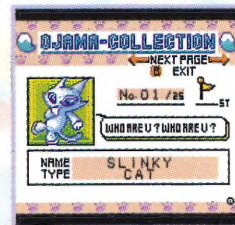


## COLLECTION MODE

Select "COLLECTION" on the Menu screen and push the A button to enter the "COLLECTION MODE."

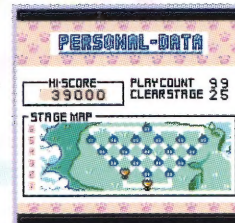
In this mode, you can see all the Irksters which appeared in the stages you've completed.

Because Irksters are basically limited to one per screen, you won't be able to get all of these characters unless you complete all of the screens. Collect all Irksters and complete the "Irkster Collector Album."



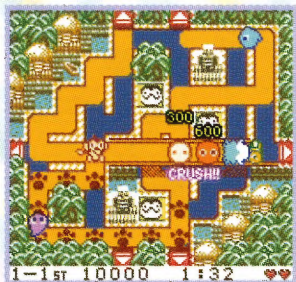
## PERSONAL DATA (OPTION BUTTON)

Information for completed stages is displayed on the route map. Select the next stage after checking your route on this map. If you don't check this map and make a bad move, don't come whining to us about it!



## COMPETITIVE PLAY GAME RULES

With this game, you can use the separately sold NEOGEO POCKET LINK CABLE and play against a friend. For two-player games, insert a "CRUSH ROLLER" software cartridge into both NEOGEO POCKET main units.



First, check to see that both NEOGEO POCKET or NEOGEO POCKET COLOR main units are turned off.

1. Connect the two NEOGEO POCKET or NEOGEO POCKET COLOR main units with the separately sold NEOGEO POCKET LINK CABLE.
2. Turn both NEOGEO POCKET main units on.
3. Select "VS" on the Title Menu screen and push the A button to call up the Two-Player Play screen.
4. The game begins after the host player finishes selecting the stage.

## Competitive Play Rules

You will win when you completely color the map faster than the opponent.

You will win if you survive longer than the opponent.

### MONSTERS

- ★ When monsters are crushed with the roller, the number of monsters crushed appears on your opponent's screen.
- ★ The monsters you crushed will be powered-up and appears on your opponent's screen.

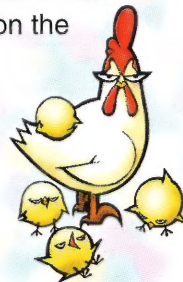
#### ◎ Patterns for Power Increases



1. Crushed Monster Sends 1 blue monster to opponent.
2. Crushed Monsters Sends 2 yellow monsters to opponent.
3. Crushed Monsters Sends 3 red monsters to opponent.
4. Crushed Monsters Sends 1 special monster and 3 blue monsters to opponent.

### IRKSTERS

- ★ When the Irkster that appeared steps on the determined square, it will disappear.
- ★ As in one-player games, Irksters will disappear when they are touched with the brush.



## MEET THE IRKSTERS

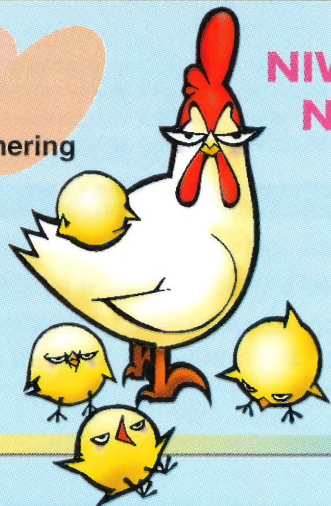
Here are some of the many individualistic Irksters that appear in the game.

### SLINKY

Class ♦ Feline  
Favorite thing ♦ Fish burgers  
Talent ♦ Fortune telling

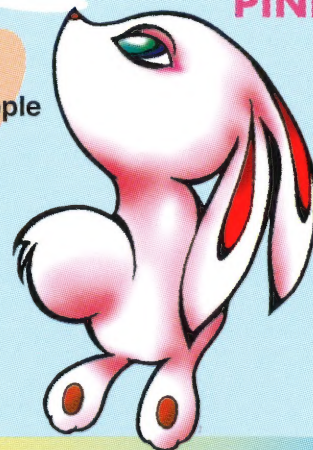


Class ♦ Poultry  
Favorite thing ♦ Gossip  
Talent ♦ Information gathering



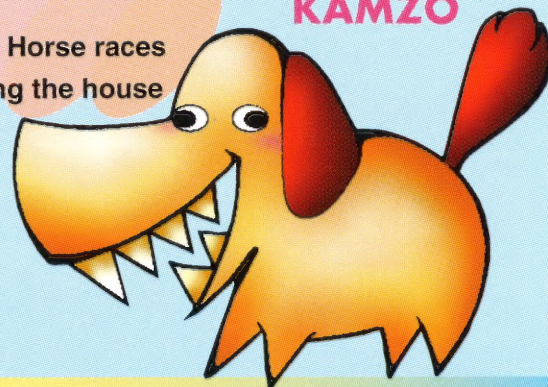
### NIWA NIHA

Class ♦ Rabbit  
Favorite thing ♦ Filthy rich people  
Talent ♦ Double-tier jumps



### PINK

Class ♦ Dog  
Favorite thing ♦ Horse races  
Talent ♦ Breaking the house



### KAMZO

There are some other characters.  
Find them in various stages!



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